

Lone Wolf Club Newsletters

Newsletter #3

Joe Dever is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

Gary Chalk is the main illustrator of the early Lone Wolf Club Newsletters.

Fan material included herein such as illustrations, fiction and quizzes are © the respective authors and artists.

Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

David Davis – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

Paul Haskell – providing better quality scans of artwork taken from the books.

Simon Osborne – creator and maintainer of this document.

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Publication Date: 13 January 2012

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Effort has been made to display the information as close to the originals as possible. Although this has not been possible for all things—for example, the actual fonts used—the result is as close to the originals as they could be.

Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.



DEAR MEMBER,

If this is the first newsletter that you have received, then we'd like to welcome you to the LONE WOLF CLUB. You will receive up to six exciting newsletters or special bulletins each year; each one packed with exciting advance information about forthcoming titles in the series, competitions, readers' letters and much, much more . . .

We (Joe and Gary) have now taken over total production of the newsletter. We hope you enjoy its new distinctive style. Please do send in your comments!

Now, turn over for the results of the LONE WOLF CLUB painting and drawing competition held in the last newsletter.



THE LONE WOLF CLUB PAINTING & DRAWING COMPETITION

The response to our second Lone Wolf Club Competition was amazing! Hundreds of entries were received and the standard of painting and drawing was very high indeed.

Picking both the winners and the runners-up in each of the three categories was not an easy task, but after careful consideration the following competitors were chosen:

JUNIOR CLASS: ANDRÉ VENCHARD
(up to 10 yrs) (Winner)
MARTIN HILL
(Runner-up)
CRAIG OXBROW
(Runner-up)

- * -

INTERMEDIATES: CHI KWONG CHEUNG
(11-14 yrs) (Winner)
ADRIAN ONN
(Runner-up)
DAVID JANES
(Runner-up)

- * -

SENIOR CLASS: BOB WILSON
(15 and over) (Winner)
WAYNE DOHERTY
(Runner-up)
EMMA CODY
(Runner-up)

The three winners each received an original piece of artwork taken from the Lone Wolf book 'Flight from the Dark', attractively framed with a certificate of authenticity signed by Gary Chalk. The Runners-up each won a 'Collector's Edition' Lone Wolf T-shirt and a set of artist's colours.

Because so many of the entries were of such a high standard, we've decided to list all of those whose work deserves a special commendation, in our:

LONE WOLF CLUB * ORDER OF MERIT

JUNIOR CLASS:

Shirley Wong, Paul Thomas, Robert Hammand, James White, Neil Fazakerley, Simon Knox, David Wilcer, Keith Copsey, Jamie Craig

INTERMEDIATE CLASS:

Tony Raven, Anthony Murphy, Jason Evans, Darren Kressinger, David Hard, Barry Sims, Mark Robinson, Gavin Sodo, Mark Oxbrow, Simon Richardson, Adrian Simpson, M. Wynn, Jonathan Hamilton, Mark Amos, Mark Rowley, Michael Tree, David Farfield, Craig Gray, Philip Slack, Glynn Ryland, Shaun Johnson, Colin Richards, Simon Scanlon, A. Tambling, Riley Thorne, Andrew Fleming, Andrew Lom, Andrew Smith, Andrew Atkins, Paul McDevit, Paul Maxwell, Micheal Parsons, Steve Sen, Allan McIntyre, Steven Allison, Steven Ashton.

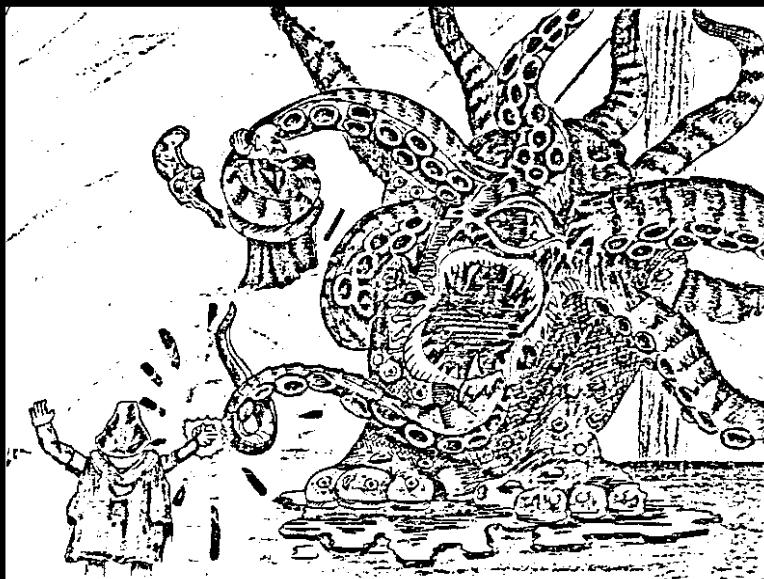
SENIOR CLASS:

Gary Edwards, Timothy Adams, Tony Culley, David Bolanc, David Kinghorn, Clive Lindsell, David Johnston, Andrew Baldwin.

Our congratulations to André, Chi Kwong, and Bob, and to everyone else that took part in the Lone Wolf Club Competition.



1. BOB WILSON



2. CHI KWONG CHEUNG



3. ANDRÉ VENCHARD





LONE WOLF CLUB NEW YEAR'S SPECIAL BULLETIN MINI-QUIZ RESULTS

The first correctly completed Mini-Quiz postcard picked from the hundreds received, was sent in by:

MARK TAYLOR of PLYMOUTH,
DEVON.

Mark wins a complete set of autographed Lone Wolf books and a 'Collector's Edition' Lone Wolf T-shirt.

The next five correctly completed cards out of the hat were sent in by:

MICHAEL TREE	of COLWYN BAY, WALES
JAMES APPLEBY	of FORMBY, MERSEYSIDE
PAUL de SA	of NEWCASTLE-ON-TYNE
DAVID PREEDY	of UPMINSTER, ESSEX
ANDREW HARRIS	of THORNTON, BLACKPOOL

They will each receive autographed copies of Lone Wolf Book 3 'The Caverns of Kalte'.

Congratulations to Mark and all the Runners-up. The correct answers to the Mini-Quiz are as follows:

1. IKAYA
2. TERROR
3. A TWO-HEADED SERPENT
4. DYCE, IRIAN AND FENOR
5. A CHILD ARMED WITH A BOW

The Kai Konnection

This is the start of a pen-friend feature in the Lone Wolf Club Newsletter, for those of you who would like to make new friends by post. All you need do is send us a few details about yourself, (using the Lone Wolf Pen-pal Form below) and we will feature you in the next Club Newsletter (space permitting).

To give you an example of how it works, here's the Kai Konnection's very first Lone Wolf Pen-pal:

Name: ROBERT THOMSON
Age: 12
Address: Scotland
Hobbies: Collecting gamebooks and Marvel comics (has a collection of over 270!), swimming, and drawing. Would like a pen-pal (boy / girl) with similar hobbies.

Kai Konnection Form:

NAME:

ADDRESS:

..... AGE:

YOUR HOBBIES / INTERESTS

.....

.....

.....

Fill in this form in BLOCK CAPITALS please, and send it to:
LONE WOLF CLUB (KK), 17-21, Conway Street, London, W1P 6JD

FOR
LONE WOLF
CLUB MEMBERS



LONE WOLF SOFTWARE



Fully interactive software adventure games for Lone Wolf 1 & 2 are available for owners of the Sinclair ZX Spectrum 48K. A special feature of the program is a training sequence at the start of the game, in which the player fights with one of his teachers to set his COMBAT SKILLS for the Lone Wolf adventures.

Lone Wolf software is available in most bookshops and computer stores as a book-plus-cassette package at £8.95, or you can buy the cassette-only version at £6.95.

If you have trouble obtaining the Lone Wolf software, then you can obtain it direct from the publishers. Send your order and cheque / postal order, made payable to the Hutchinson Publishing Group, to: Hutchinson Computer Publishing Ltd, 17-21 Conway Street, London, W1P 6JD. (Prices include postage and packing.)

State clearly which program you require and allow 14 days for delivery.



Monastery Mailbag

A SELECTION OF LETTERS
FROM LONE WOLF FANS

Dear Kai Lords,

When I beat the Gourgaz in 'Flight from the Dark', did Prince Pelathar die in the battle after I escaped on his horse? I'd like to say how much I've enjoyed the Lone Wolf books, and I can't wait for the next one to come out so that I can try to increase my Kai rank. In Book 1, I particularly liked the young Toran magician named Banedon—more of him, please!

Yours Sincerely,

Dean Fuller (Disciple of the Kai)
LONDON

Yes, I'm afraid that the King's only son, Prince Pelathar of Sommerlund, was killed by a Giak arrow during the Battle of Alema Bridge. As for Banedon, he will be reappearing in the Lone Wolf saga in the next book: 'Shadow on the Sand', although his entrance comes as quite a surprise to Lone Wolf.

Dear Kai Lords,

Have you thought of making a Lone Wolf solo boardgame, or an atlas (in colour) of Magnamund? I'm sure Lone Wolf fans all over the country (including me) would rush out to get these. Please could you also answer couple of questions for me: Can adventurers communicate well with the Szalls? And, are Szalls related to Goblins?

Thanks for a great series of adventures,

Dion Shakespeare, Highams Park,
LONDON

As we outlined in the New Year's Special Bulletin, we will be releasing the Magnamund Companion which will have a full colour boardgame in it, together with an atlas (world map) of Magnamund—also in colour. Although the boardgame will not be a solo game, there will be a solo adventure included in the Companion. As for Szalls, they can be talked to (if they'll stand still long enough, that is) if you understand their strange language. It is a cross between Common Tongue and Giak (see GIAK CHAT in this issue). Szalls are a breed of weaker Giak, very similar to Goblins. The main differences are that Szalls are unaffected by the sun, and they are immune to all non-corrosive poisons.

Dear Kai Lords,

I am a childcare officer at a special school for the maladjusted, where I am in charge of eight children. I recently aroused their interest in fantasy games, in particular your solo gamebooks. At night before they go to bed, or whilst they are in bed, I read them one of your books, letting each in turn make a decision as to what happens next. They particularly enjoy and identify with the Lone Wolf character... and I must admit that I enjoy the Lone Wolf books very much myself as well! Keep up the good work.

Yours Faithfully,

Mr. R. J. Downing
Croydon High School, SOMERSET

Dear Kai Lords,

I've just finished 'The Chasm of Doom' and I felt I must write to congratulate you how do you do it? I thought your first three books were unbeatable, but Book 4 is just amazing. Lone Wolf is the only series of gamebooks where the stories and the artwork keeps getting better and better. I especially liked the journey through the Maaken mines and the Battle at Ruanon, and I can't wait for 'Shadow on the Sand' to be published, so that I can find out what happens when I become a Kai Master.

Yours in anticipation,

Jonathan Collins (Kai Savant), BRISTOL

Dear Kai Lords,

I would like to make a point about the Kai Discipline of Weaponskill. Having picked my skill by using the Random Number Table (as stated in 'Flight from the Dark' rules section), do I then keep this skill, and no others, from then on? I prefer to be able to learn a new Weaponskill in each book I do, so that it increases the range of weapons I can use (and get a bonus to my COMBAT SKILL). I would also like to say how enjoyable your books and illustrations are, for whenever I finish a Lone Wolf book, I'm always eager to start the next!

Long live Lone Wolf.

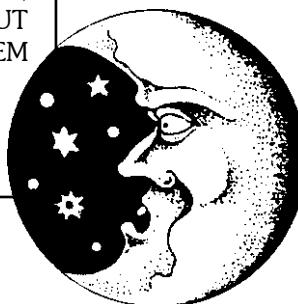
Wayne Doherty, Croydon, SURREY

This point was considered when the rules for Weaponskill were written, but it was decided against having an extra weapon per completed book, for two main reasons:

1. When you start the Lone Wolf series, you are already at the rank of Initiate, which would mean that you should have mastered at least 5 Weapons by then.
2. Mastery of more than one Weapon had already been written in to the Magnakai rules, under the Magnakai Discipline of WEAPONMASTERY. Kai Masters learn to become proficient in more than one Weapon and they get a larger bonus to their COMBAT SKILL as a result.

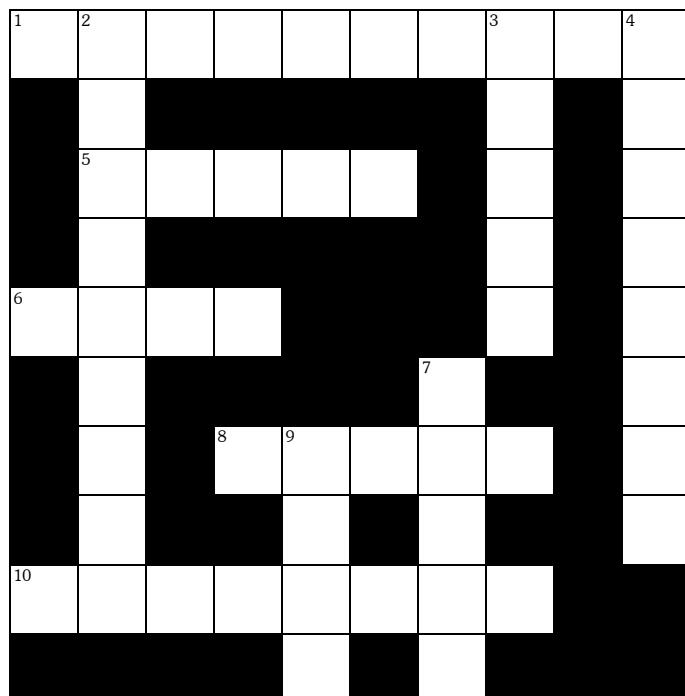
The reasoning behind this decision to restrict the range of the Kai Discipline of Weaponskill will become clearer when you read the Magnakai series rules (which we shall be featuring in the next Lone Wolf Club Newsletter!).

IF YOU HAVE ANY HINTS, TIPS,
QUESTIONS OR COMMENTS ABOUT
THE LONE WOLF SERIES, SEND THEM
TO: THE LONE WOLF CLUB (MM)
SPARROW BOOKS,
17-21 CONWAY ST.,
LONDON, W1P 6JD





KAI KROSSWORD



This crossword was sent in by Lone Wolf fan Neil Fazakerley of Liverpool. No prizes for this one, but we hope you'll enjoy it as much as we did. Answers in the next Lone Wolf Club Newsletter.

CLUES ACROSS

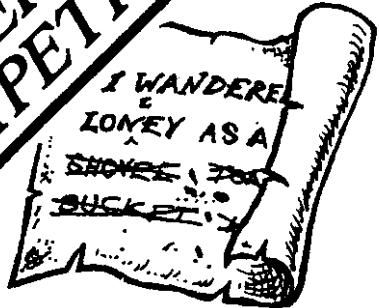
1. Mountain off the Viad Glacier (10)
5. King of Sommerlund (5)
6. Small Kalte island (4)
8. One of your guides to Ikaya (5)
10. Infernal city of the Darklords (8)

CLUES DOWN

2. South-western mountains of Kalte (9)
3. Evil winged beast (5)
4. Northern city in the Wildlands (8)
7. The Magicians Guild of (5)
9. A Kirlundin Isle (4)



VERSE COMPETITION



We got the idea for this newsletter's competition from a letter sent in by Simon Hall of Slough. Simon made up lines of verse, the beginning of each line starting with a letter of the name LONE WOLF.

We've printed Simon's verse below to give you an idea of what we mean, for this newsletter's competition is to compose your own original version.

All you have to do to enter is construct your own verse using the entry form. It must be original (not a copy of any part of the verse shown below), and it must be submitted (on the entry form) no later than: 31st AUGUST 1985.

We will be on the lookout for the imaginative use of words, especially lines or verse that rhyme.

Long and far his destiny lies
Only he can save Magnamund
Neatly and stealthily he hurries along
Endlessly seeking his revenge
Woe betide any who cross his path
Only the toughest will survive
Lone Wolf is the toughest on the quest
For he will defeat the Darklords

PRIZES!

The best Lone Wolf verse of all those received by the closing date of the competition will win a very special FIRST PRIZE—a gold-plated ball pen with a built-in LCD clock. This is no ordinary prize, for this is the pen that Joe used to write the first three Lone Wolf Books—'Flight from the Dark', 'Fire on the Water', and 'The Caverns of Kalte'.

This unique prize will come with a certificate, signed by Joe Dever, to confirm its authenticity.

Prizes will also be awarded to the five best runners-up. They will each receive signed copies of Lone Wolf Book Four: 'The Chasm of Doom', and a Parker 'T-Ball' Stainless Steel Pen.

GOOD LUCK!

LONE WOLF CLUB VERSE COMPETITION ENTRY FORM

All entries must be submitted on this form using the space below:

SEND YOUR COMPLETED FORM TO: LONE WOLF CLUB C/o. Sparrow Books,
(Closing Date 31st AUGUST 1985) 17/21, Conway Street, London. W1

(CLUB COMPETITION 3)

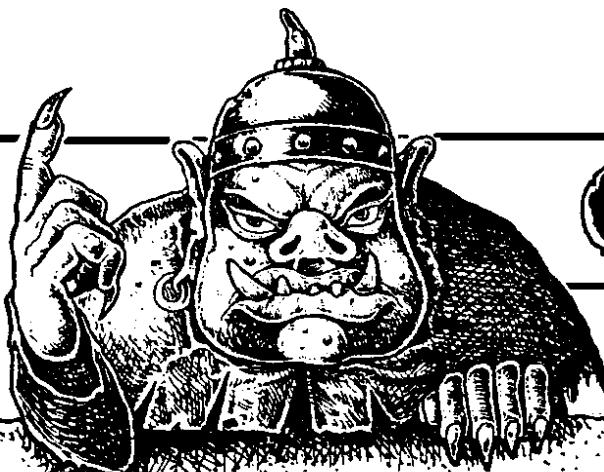
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NAME, ADDRESS & AGE OF ENTRANT (BLOCK CAPITALS PLEASE)

AGE:

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GIAK CHAT

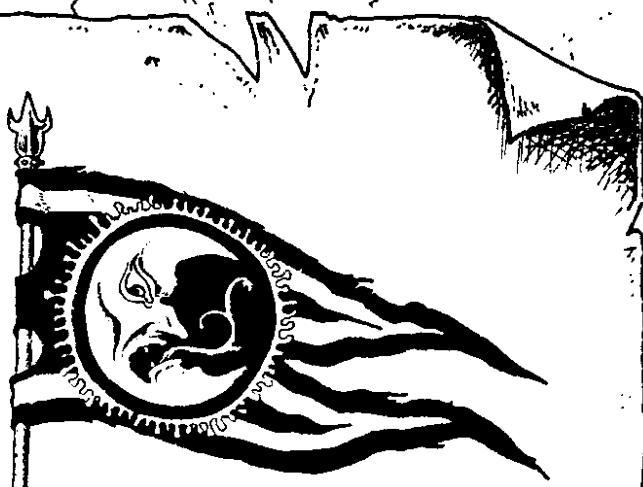


Many Lone Wolf fans have written to us in the past few months, all wanting to know more about the Giaks. In response, here's a brief background history about the race that will be featured in greater detail in the forthcoming 'Magnamund Companion':

Giaks are a breed of evil goblinoids composed of three main sub-species: Mountain Giaks, Swamp Giaks and Szalls. Of these, the Mountain Giaks are by far the stronger and more prolific type, accounting for over 90% of the total Giak population.

Originally bred as slaves, the Giaks have evolved into a formidable fighting force. They have developed their own language, and a war-like society based on the brutal concept of the strongest Giaks ruling over the weaker or socially inferior breeds. Their demonic masters, the Darklords, use them to form the mainstay of their armies and as slaves for the construction of fortresses and cities within their domain. The largest and most notorious of these strongholds is Helgedad, a city that owes its name to the Giak language ('Hel'—means black, and 'gedad'—means city). Although it was originally believed that they occupied only mountainous regions of northern Magnamund, there is growing evidence to support the belief that Giaks have been spawned on other worlds.

They are small and grey-skinned, and tend to favour weapons and armour of black steel. As all Mountain Giaks are part of a strict military society, the clothing that they wear is usually the same colour as their Regiment's flag or banner.



The Standard of Vashna

Shields and banners usually depict the personal symbol of the regiment's leader, although it is common for a Darklord emblem or devise to be used in conjunction with a Giak Regiment's symbol.

Many Giak regiments in the service of a Darklord have a Gourgaz leader. These large (10 ft. +) cold-blooded reptilians are a tribal, swamp-dwelling breed of giant troglodyte. Their intelligence and their uncanny battle-wisdom are much sought after by evil army leaders, for the Gourgaz are motivated to fight by one overwhelming desire—the taste of human flesh! To feast upon the field of battle is all that they usually demand in return for their services.



The Symbols of Kraagenskûl and Zagarna, Darklords of Helgedad

When a Gourgaz is engaged in combat, it exudes a potent battle musk. Scent glands that ridge the underside of its tail secrete an oil that blocks its sense of fear or terror (even against magical attacks). This scent is odourless and colourless, and undetectable by all creatures except Gourgaz and Giaks. When Giaks inhale the scent, a chemical reaction takes place in their blood, stirring them to fearlessness and crazed battle-frenzy.

News from the Monastery

We have recently finished writing and illustrating Book 5 of the Lone Wolf series, entitled 'SHADOW ON THE SAND'. As it is the final part of the Lone Wolf 'basic rules' series, the point in time where Lone Wolf becomes a Kai Master, it is full of surprises and revelations about his future destiny. It is a two-part story, much longer than any of the previous adventures, and builds up to a really epic climax in the desert empire of Vassagonia.

Without giving too much away about the surprises that await you, here is a summary of the 'Story so far...' section that will set the scene and introduce Book 5:

It was midwinter in your northern homeland and a mantle of snow lay knee-deep in the streets of Holmgard, when you were summoned from your monastery in the hills by a messenger bearing a scroll, signed and sealed by the hand of King Ulnar. It requested your help in a matter of diplomatic importance—a strange request to make of a warrior lord whose skills are better suited to the field of battle than to the parley of envoys, but upon your arrival at the capital, all was soon made clear.

The Zakhan of Vassagonia, the imperial ruler of the desert empire, has sent his most trusted envoy to negotiate a peace between your two lands. Less than a year ago, the renegade noble—Barraka—led his army of bandits in the attack upon the Sommlending province of Ruanon. The mining town and much

of the surrounding lands were overrun and destroyed. Many Sommlending lost their lives, and many more were forced to labour in the mines of the Maaken Range. When the regular convoy from Ruanon failed to arrive at the capital, the King sent you to investigate. A great battle ensued in which you were to play a major part; had it not been for your courage and skill, Barraka would have triumphed and the safety of Sommerlund and all of the Lastlands would have been placed in grave peril. It was you who defeated Barraka in mortal combat, and therefore it is you who the ageing Zakhan has asked for, to be the one to sign the peace treaty on behalf of your country.

"Your majesty, the Zakhan is gravely embarrassed by Barraka's foul treachery. He is most anxious that our friendship and trust be restored. He begs that you send the Kai warrior, Lone Wolf, to sign a treaty of peace at the Grand Palace in Barrakeesh,"

whispered the Zakhan's emissary, as he knelt at the feet of King Ulnar. The King rose from his throne, barely able to conceal his distaste for the fawning envoy. He turned his gaze to you and bade you follow him to the privacy of his antechamber.

"I have no liking for this desert realm, Lone Wolf, but I like the prospect of war even less. The Zakhan is old and frail, and he has no son to claim his throne when he

dies. Barraka was only one of the many ruthless nobles that infect that land. They wait like desert jackals for their chance to seize power, and I fear they grow too impatient for the Zakhan to die a natural death.

"The treaty may not guarantee a peace with Vassagonia once the Zakhan is dead, but it will buy us precious time so that we may strengthen our southern borders."

The King led you to a window and pointed towards the harbour, barely visible through the falling snow. A Vassagonian galley lay anchored near the harbour wall.

"Go to Vassagonia, Lone Wolf. Sign the peace treaty and hurry home. I fear the shadow of war will fall upon us before the year is out."

You waved farewell to Holmgard on that bleak midwinter's day feeling sure that you would return before the thaw. But as you watched the spires of Holmgard disappear into the snow, you foresaw no warning of the shadow that awaited you in Vassagonia.

SHADOW ON THE SAND—THE EPIC TWO-PART CLIMAX TO THE LONE WOLF 'BASIC' SERIES—IS SCHEDULED FOR RELEASE IN JULY 1985. FROM KAI INITIATE TO KAI MASTER—YOU ARE

LONE WOLF



FOR
LONE WOLF
CLUB MEMBERS



Special 'Collector's Edition' Lone Wolf T-Shirt Offer

A limited number of these special 'Flight from the Dark' T-shirts are being offered exclusively to Lone Wolf Club members.

Be one of the first to show your true Kai colours! These stunning black T-shirts are printed in red, white and dark green, and bear this eye-catching LONE WOLF illustration.

Made from the finest machine-washable, 50/50 cotton and polyester mix, these top quality T-shirts are available in the following Sizes:

XS (32"), S (34"),
M (36"-38"),
L (40"), XL (44"-46").



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Please send me the following limited edition 'Flight from the Dark' T-shirts:

Please complete the whole coupon in block capitals and return the order to:

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Arrow Books, Dept. JL,
17 Conway Street,
London, W1P 6JD

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21 August 2009

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